

**AMIGA**

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# WORKBENCH

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*Picture: TvGirl from The Director*

## Next AUG Meeting

*Sunday, May 20th at 2pm*

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus  
Burwood Highway, Burwood - Melways map 61 reference B5.

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Amiga Users Group Inc, PO Box 48, Boronia 3155 Victoria, Australia

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Australia's Largest Independent Association of Amiga Owners  
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# AMIGA Users Group

## Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. **We DO NOT condone software piracy.** We can be reached via an answering machine at:

- 563 9293 -

## Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, May 20th at 2pm

Sunday, June 17th at 2pm

Sunday, July 15th at 2pm

## Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript and HP Laserjet with JetScript.

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## Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 48, Boronia, 3155.

## Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of \$25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for \$25 to: Amiga Users Group, PO Box 48, Boronia, 3155

## Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$6 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 300 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

## Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

## Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

## Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga, using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

## Newsletter Advertising

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Quarter page \$20  
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These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

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## Hardware review: Microbotics 8-Up! Board

This is a memory expansion board that plugs into the Amiga 2000, although I daresay you could probably plug it into one of those 2000-like expansion frame things that go into the side of a 500. This board takes sixty-four 1-megabit DRAMS (which comes to eight megabytes for those of you who don't have sixty-four fingers to count on). Because of the way that the Amiga is organised, these chips have to be installed in bunches of sixteen, or two megabytes. There are seven jumpers which control what combination of zero, two, four or eight megabytes are on the board. The board comes with a very nice test program (that is, it has a Workbench interface and doesn't require half an hour at the CLI to figure out).

Apart from that, what can I say? It works perfectly. It auto-configures (which is a blessed relief, as anyone who has tried to add expansion memory to an IBM-PC will understand - most Amigans don't know how well-off they are, not having to worry about extended or expanded memory, or public domain 'upper memory drivers' that don't) and it doesn't interfere with a certain hardware device that plugs into the parallel port that I have mentioned in a previous article. \$385 from Power Peripherals (and if you're lucky, and you can find 1 Megabit DRAMS for \$12 each like I did, then buy as many of them as you can.)

p.s. of course, as soon as you do, the price will then drop to six dollars each.

- saint nikolai

## Letter to the editor:

Last week my 1081 BLEW UP. I turned it on, left it to boot, and went out to make a coffee. Next thing I heard was a big CRACK and I went back in to look, only to find the 1081 with a growing orange spot on the top of the case. I didn't know what it was at first, but then the flames started coming through the case. A Very Nasty Mess.

Apparently what had happened was the insulation on the yoke (high voltage line that runs to a connection on the back of the picture tube, nearest the top of the case) had worn out, or it wasn't earthed properly and it was shorting to the back of the tube. I don't know exactly what the voltage is, but it's BIG. You've seen one of those Plasma Display things? Well it looks like that. I knew it was arcing, as the monitor had been making a Gauss field type hissing noise for years, and I'd opened it up and seen the arc. But I didn't know it was going to EXPLODE.

So, Anyone that has a 1081 which hisses, don't leave it on at night....get it fixed as soon as you can. Wouldn't have cost much to fix, but it ended up costing me over \$400 for a new monitor.

BTW - If anyone wants it they can have it for \$100.....otherwise I might get it fixed. I reckon 1081's are the best. New style 1084's are terrible by comparison.

Adam Eberbach

## Letter to the editor by David Peel

I am the proud owner of a Commodore-64, in order to get the best from it (and I think I have) I joined the Waverley User Group. One night haunts my memory. That was the evening when someone brought along a Commodore Amiga. I was stunned. I left the meeting muttering under my breath, "Bloody, amazing!", "Incredible!!!", "I must have one of those....". When I arrived home and told my wife, she thought I'd been to the pub and mistakenly dismissed my stated intention to own one of these fabulous machines as 'a passing fantasy' --- Wrong!!!

Now I am also the proud owner of an Amiga. There were some frustrating moments, but once again I found the user group to be a worthwhile and exciting place. I had had SuperBase-64 and was mightily impressed so my immediate choice was to go for the Amiga equivalent. This was the right choice for me. As a parish minister I have a number of uses for a powerful and programmable relational database. One use which I think is unusual, is that I have the Hymns stored in music form (not all, yet) these are very helpful for a non musical person like me. I should say that the complete set is now available on the PC to which I have access through a Sidecar, but the peeping sound capabilities of the PC beside the SMUS sounds of the Amiga with Deluxe Music Construction Set, is laughable. My need is to link these with Scripture readings set down in a lectionary and this I can do now. In addition my very musical wife is able to run Dr T's KCS II and the Professional Copyist (at the same time!!!).

One of the things that has really been of great pleasure to me is the extraordinary quality of the Public Domain Software. I use such favourites as ConMan, and PopCli, and find that some of the PD games are better, yes better than Commercial packages. Whilst I find Emerald Mine Compulsive, again and again I return to AmigaSol (Amicus 15) a little AmigaBasic solitaire card game, as I find that Emerald Mine doesn't like my extra memory or external drive and it hogs the whole computer. Wanderer (Fish 216) is equally as compulsive and multi-tasks. But PD games are only a very small part of the exciting offerings. I use QView and Qmouse a tiny file reader and a mouse accelerator respectively (Fish 262). And I have found Dux5 (Fish 67) a disk utility programme indispensable, it is interesting to note that CLimate (a commercial programme) is very similar (not surprising since it was programmed by Chris Nicotra who is responsible for Dux5).

One of the most valuable programs I have found is one called Nag.(Fish 161) For me it is brilliant for keeping track of appointments planning meetings and other events as well as keeping tabs on anniversaries of people for whom I have celebrated weddings.

A lot of this sophisticated software is underpinned by the PD update of the DOS commands of ARP(ARP\_rel\_1.3) I am not a programmer but I stand in awe at these offerings in the public domain.

Recently I thought I would look out for a simple Text editor. Where else to look but in the PD. I have found quite a few but



have settled on AZ (Fish 228) it is quick very powerful, easy to use. It prints out to printer it can be Iconified like Nag and PopDir, has a great requester, loads binary files and even stuff produced by screen based word-processors like Excellence. At 60K it is a bit chubby to fit on my WorkBench but it beats Ed,Edit and Notepad, so they can all be scratched, unless you want the font support that Notepad gives you.

Some of the most astonishing programs in the PD are produced by Australians. ZeroVirus, the purpose is evident from the name. The same fellow, Jonathon Potter has produced PPrefs (Fish 242), a most preferable Preferences screen it is 18k! as opposed to CBM's fat budgie which weighs in at 56k. PopDir and PopInfo are two more of his elegant programs.(Fish 204) These create little icons on your WorkBench Screen which enable you to access Directories without using the CLI and to find out what space you have on a disk quickly again without using the CLI or WorkBench Menu - Info. Jonathon also has a delightful drawing program called Image-Ed which I think is just terrific. (Fish 242)

When you begin to share with someone the extent and depth of the public domain software you become aware that Software Piracy on the Amiga is silly, who needs it? You can have a spreadsheet, calendar, graphics program, music program as well as any number of utilities from the Public Domain. All this at a quality and price which makes IBM-PC PD software look like junk. After four years I am still excited by this AMAZING Computer. I am looking forward to having my Phoenix Board with its fat Agnus as well as a hard drive.

Other areas in which I use the computer are in publishing the church magazine. I have found that I constantly revert to Scribble! as the word-processor of choice and I am looking forward to getting Platinum Scribble! So often I have been tempted to write to computer magazines which focus on PC's to have a whinge about the fact that they seem not to have heard of the Amiga. There is of course the light hearted side of this as for example when you read how OS/2 will provide multi-tasking and 256 Colours on screen all of this in only 1Meg of memory, oh and of course that it's coming soon. I heard a rumour that the Multi-tasking of the Amiga is less than 400k but then of course who cares since it's already here with only 4096 colours on screen. Probably the worst thing that has happened to me is that I nearly lost a friend through apoplexy when he (an aggressive Mac owner/user) saw DPaintII running on the Amiga. He is ok now, he went and bought an Amiga 500.

#### AUGADS

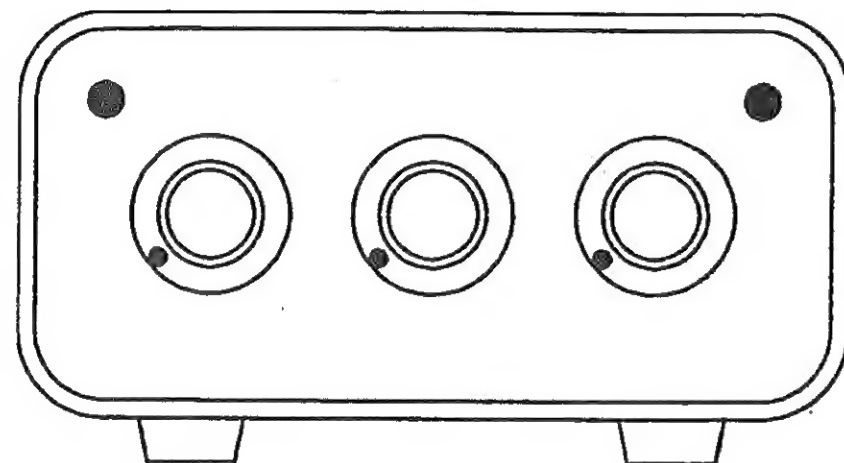
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#### STACK

To the average users of the Amiga Computer, the Stack command will be one that won't immediately ring a bell, but to those more literate and fluent in CLI it will.

Let me start by explaining what STACK is to those who do not know; When you run a program, it uses a certain amount of stack space. In most cases, the initial stack size, 4000 bytes, is sufficient, but you can alter it using the STACK command. To do this, you type STACK followed by the new stack value. You specify the value of the stack size in bytes. STACK alone displays the currently set stack size. The only command that you normally need to alter the stack size for is the SORT command. Recursive commands such as DIR need an increased stack if you use them on a directory structure more than about six levels deep.

Now that I have told you what STACK is, let me explain why I did. Thursday Evening, Approximately 20:30 hours on the 2 of February 1990, I accidentally copied over my Workbench disk. Now, my Workbench disk is definitely not your stock standard variety that Commodore supply us with when we buy the computer - No, far from it. Being bored with stock-standard I heavily modify my workbench and add utilities to it, like ARP, QMouse, MachII, VMK, VirusX to name just a few and they are only the PD programs! "But what is your point?" I imagine you saying when you read this. Well, my point, I am getting to, so bear with me. In most cases, when you have a serious crash on your workbench disk or harddrive people, from then on, frequently backup their disks, so in the event of a crash, they don't have to spend hours trying to rebuild their system. Silly

me, of course, has crashed my workbench twice before and I suppose you would think that I would have a recent backup? Right? Wrong. To my amazement and disappointment, my last backup was in April of 1989! To think of the modifications that I had done to my workbench in that time was mind boggling, let alone actually finding the programs somewhere in storage. This brings me to my point, finally - with the exception of some rambling! I spent approximately 7 hours rebuilding my workbench disk only to have the thing corrupt on me the second I finished. Fortunately, I then knew how to find all the programs I needed much quicker than before. Maybe foolishly, I executed DISKSALV 1.32 (That was the only version I could find) to try and save all my hard work. According to DISKSALV the salvage was successful and all programs were saved. Maybe it right, and maybe it was wrong, I'll never know, because I replaced every file on my workbench (some 150 files) at least twice (very bloody time consuming!) Replacing my Startup-Sequence was the most difficult as most of it was from memory work and that was the problem. In my startup-sequence I used the Command STACK 2000. Little did I know that this would cause the computer to tell me that EVERY disk I copied my workbench onto had a read/write error, the system to crash when I typed the INFO command and many other simple little things.

I copied all 150 files from my workbench across to 4 other disks and each of them had a supposed error, I was immediately suspicious so I tried booting the disk off another drive (df1:) and was still confronted by this mysterious error. As I said, I replaced nearly every file at least twice and this was not the answer. Finally the answer came to me whilst watching "THE NUDE BOMB" on Monday 5 February on Channel 7. I know it sounds strange but I had been away over the weekend and hadn't touched the computer since the friday previous. The answer was to eliminate all working commands by commenting out (;) various programs in my startup-sequence. Then it hit me quite by accident. STACK 2000 caused the problem. Something as simple and innocent as STACK CAN and WILL completely wreck your system. It wasn't until after Midnight (Tuesday 6-2-90) that I actually sat down on the computer, but I had fixed the problem by 1:30am and decided to write this as the whole problem was fresh in my memory. Now, from memory I have never seen ANYTHING documented ANYWHERE that states that if you set a stack size lower than the default could cause you system to crash. The reason I have spent 30 minutes writing this document is to tell other people about this problem that caused me over 12 hours of annoyance. Plus the fact that I promised Con that I would write an article for him over 12 months ago. So, I hope this has been of some use to the readers of WorkBench and if anyone else knew of this bug or something similar happening to their own or a friend's computer, please, write in and tell us what happened.

#### General review of some text viewers...

QView 1.0, by Lyman Epp (Amigan Disk #18)

2516 bytes long, written in assembler. It opens a window on the Workbench screen without scroll gadgets, although it does have a window close, resize, drag and front/back gadgets. It features line up/down and left/right scrolling (if the lines are longer than 80 characters), page up/down scrolling, move to the end/top of the document, search and repeat-last-search. Pressing the escape-key exits. It opens a full-sized PAL window (if you have a PAL Amiga), and displays the number of lines in the document, as well as the current line & column number. It displays a 'usage/help' list if you invoke it with '?'. Minuses: the key functions aren't documented (except in the assembler source).

Vmore, by S. Vermeulen (AmigaLibDisk 117)

6868 Bytes long. It opens a window on the Workbench screen, with no gadgets except the window front/back. It features page up/down scrolling, pressing the spacebar pages down, pressing escape quits. It opens an NTSC sized window. Minuses: It tends to guru if you invoke it with an argument of '?'.

Less 1.3 beta, by Bob Leivian (Fish Disk 217)

28848 Bytes long. It opens a window on the Workbench screen, with no gadgets except window resize, front/back, and window drag. It features up/down line, page scrolling, forward/backwards by 10 lines, goto line, search forwards/backwards, mark position, goto mark, goto 'n' percent of the file, set number of lines scrolled, examine new file, next/previous file given in command line (that is, if you say 'Less file1 file2 file3), passes commands to CLI, will start up the default editor to edit the current file, print current file, displays current byte and total bytes. It opens an NTSC sized window. Minuses: pressing the arrow keys produces an annoying screen flash, and it gurus if you press the escape key.

More 3.27FR, by CBM

9052 bytes long. It uses the current CLI window, so no gadgets except window front/back, resize and window drag. Features page/line advance, top of file, quit, current percentage of file displayed. Gives options if given argument of '?'. This is a very basic file viewer (almost like copying the file directly to the current output window).

Muchmore 2.5, by Fridtjof Siebert, AMOK (Amiga Modula-2 Klub)

17772 bytes long, written in Modula-2. It opens a custom screen with no visible gadgets, but the screen front/back gadgets and screen drag bar are there. It features smooth up/down scrolling, line advance up/down, fast scrolling up/down, page up/down, goto top/bottom, set marker, goto marker, goto line, display file length, find string, next/previous occurrence, print file, write block between markers to new file or to printer, help (press the 'help' key!), load new file (Uses ARP filerequester!), go to sleep (pops up again with left-Alt Escape). Minuses: using a custom screen makes it a bit



awkward to use more than once.

Well, there's probably dozens more out there... in fact, I have a later version of 'more', but it doesn't have a version number, author, or any other identifying marks apart from a feature that states 'file contains binary data, do you want to continue?'. In my opinion, if you're pressed for space, use QView, and if you're not, use MuchMore.

endcli >nil: ; nikolai

### RAD: on a 1-megabyte Chip-Ram machine and ARP 1.3

Which is kind of a strange title for an article, but there are a few things that need to be mentioned because they aren't immediately obvious.

When I acquired enough memory to be able to comfortably mount a recoverable Ram Disk, I tried rebooting from it, and... I got the 'Insert Workbench Disk' picture. I did so, and discovered that the memory I had used up in mounting an 880 K RAD: was still in use. I re-mounted it, and the information was still there... it just couldn't be booted from.

Because I'm paranoid, I immediately suspected a virus, and so I went through every file on my Workbench disk with ZeroVirus 1.3. Of course, that wasn't it. I made a brand new copy of the disk, starting with a pure, unsullied Commodore Workbench 1.3, deleting all the stuff I never use, and I couldn't reboot from RAD: with THAT one, either. I was looking through my warranty papers (yes, of course it couldn't be MY fault) when I spotted one of those loose leaf sheets of notes that Commodore like putting in with your machine, that said, in effect, that If You Want To Boot From A Recoverable Ram Disk With 1 Megabyte of Chip Memory, You Must Use the 'r' Option In Setpatch.

Well, that's the first I'd heard of any options with Setpatch... for the uninitiated (or for people like me who never 'RTFM'), Setpatch fixes minor bugs in the 1.3 ROMS. It's easier to run this rather than ripping out the ROMS and replacing them every time a bug comes to light (maybe the ROMS should be mounted in cartridges stuck in the front or side of the machine).

So, 'Setpatch r'. Well, I applied this to my startup-sequence, and it worked... until I put ARP 39.1 on the disk. I had to resort to reading the docs for THAT as well, where I found that an extra line needed to be added to my mountlist, specifying 'BootPri = 0' (whatever THAT means). So, to mount a floppy-sized recoverable RAD:

```
#
RAD: Device = ramdrive.device
BootPri = 0
Unit = 0
Flags = 0
Surfaces = 2
BlocksPerTrack = 11
Reserved = 2
Interleave = 0
LowCyl = 0 ; HighCyl = 79 is this such a good idea?
Buffers = 5 <-- I mean, what's the point of
```

BufMemType = 1

buffering a Ram Disk?

By the way, the method recommended by Commodore, of copying your commands to the Ram Disk command by command, is very slow. If RAD: is the same size as a floppy, you can do a 'DiskCopy from DF0: to RAD: name Whatever', which is bolshoyeh quicker.

save the GURU, endcli >nil: ; nikolai

### Smileys

You may see these 'emoticons' in network mail messages or in program documentation listings. They work best on-screen with a standard font (like topaz-80). I apologise for the sexist and racist 'smileys', but then again, I didn't invent them (except for the last six), and if you're having trouble figuring out what they are all about, try putting your head on your left shoulder... (don't laugh. the first person I sent one of these to remarked 'what the hell is THAT? a mutant abbreviation or another one of your techie acronyms?')

- nikolai O:-)

```
:-) The standard Smiley. Means 'Hi!' or 'this is a joke' or 'this
    is supposed to make you laugh'.
:-( UnSmiley or sad face - 'that comment makes me sad (or
    mad)'
:-> Smiley chewing a peanut-butter sandwich.
:-) Smiley with lipstick.
:-( Smiley with droopy moustache.
:- Blank expression Smiley - 'Yeah! So what?'
:-) Smiley with a black eye.
;-< 'That makes me very mad.'
*) Drunk Smiley with nose that glows in the dark.
:-) Smiley having lost the fight - nose is squashed to one side
    of face.
[:] Smiley is a robot.
:<=) Smiley has a walrus moustache.
:%) Smiley has acne.
:-(*) Smiley about to vomit.
:-)8 Smiley with a bow-tie.
8:-) Smiley is a little girl with a hair ribbon.
:-)8 Smiley is a BIG girl without a hair ribbon.
%-) Smiley is cross-eyed.
#-) Smiley going to masquerade ball.
:-* Smiley chews on end of ball-point pen and just got a
    mouthful of ink (or has been eating lemons)
:-) Smiley T with mohawk haircut.
(:-) Deep-sea diving Smiley.
:-) Smiley tends to dribble.
':-) Smiley accidentally shaved off one of his eyebrows this
    morning.
:-') Smiley has shaved off half of his moustache.
8:] Gorilla Smiley.
%-^ Picasso Smiley.
(-: Smiley is left-handed.
O-) Smiley is an arc-welder.
*:o) Smiley is African.
*<:-) Smiley wearing a beany.
```

```
(-) Smiley needs a haircut.
@-) Smiley is a cyclops.
*-( Cyclops got poked in the eye.
%-) Smiley has played too much Tetris.
P-) Smiley winking.
:^( Offended Smiley. Has nose out of joint.
-) Smiley is asleep (boredom).
.-) Smiley is almost asleep.
:=) Smiley has two noses (or is a baboon).
:-D Smiley talks too much.
:-O Smiley is shocked.
+:-) Smiley Bishop.
+-(:-) Smiley Pope.
:-@ Smiley has very droopy moustache.
:~# Smiley's lips are sealed.
::-) Smiley has ray-bans on forehead.
[:-) Smiley listening to Walkman.
[]-) Smiley has square eyes from too long on the computer.
]-) Smiley the devil.
-) Blind Smiley.
:- Dumb Smiley, or Smiley with no expression (without
    humour)
C-) Pegged nose Smiley (Joke stinks)
:~? Smiley question ('huh?') or Smiley smoking pipe.
:-K Cross Smiley (as in, 'You did it again, didn't you?')
[:-) Smiley is wearing toupee.
]:-( Smiley wearing toupee in wind.
<|-) Asian Smiley.
<|-) Annoyed Asian Smiley.
O:-) Sainly Smiley.
X-( Smiley has died at the terminal.
=:-I Martian Smiley.
>:-I Spock Smiley.
:-l) Smiley wears braces.
:-Q Smoking Smiley.
<-I Smiley is a dunce.
@:-) Smiley wears a turban.
B-) Batman Smiley.
8:-) Smiley wears glasses on forehead.
&-) Smiley wearing Edna Everage glasses.
:-O Al Jolson Smiley (happy)
:-O Al Jolson Smiley (unhappy)
:-> Kermit the Smiley.
:-Y Perplexed Smiley, hand on chin.
:~#) Smiley with bushy moustache.
^A) Smiley with pointy nose.
:-7 Smiley after wry statement.
:-& Smiley is tongue-tied.
:-9 Smiley licking lips.
:-U Smiley orator.
Smiley has hung up his modem.
) Cheshire Smiley.
:-q Smiley playing bugle.
:-i Smiley playing small bugle.
:-o Smiley singing when drunk.
:-p Smiley sticking tongue out (at the reader)
:-S Smiley after reading wierd comment.
g-) Smiley with pince-nez.
:-=) Older Smiley with walrus moustache.
:-> Short-hand Smiley.
:< Short-hand UnSmiley.
(-: :-) Smiley tete-a-tete.
```

```
):^#)O8 Mega-Smiley: updrafted bushy-moustached
    pointy-nosed Smiley with a double chin, wearing a
    bow-tie.
<grin> Universal grin. Means the same as Smiley, for
    non-graphical types.
<groin> Universal grin, misspelled.
F-( Smiley has been hit on the head with a wrench.
:->--[ Smiley is a 'pencil-necked geek'
:+) Smiley has a bone through his nose.
V,
-(-J Cenobite Smiley.
/!
```

```
|_)- Smiley has a carboard box on his head.
A
:-( Smiley has an arrow through his head.
|
^
```

### BASIC STRING EDITOR

by  
Mark Kelly, Swan Hill  
(the land of agrarian computing)

OK. Here's a little subprogram for those who need to edit strings in AmigaBASIC programs. It used to be fancier but I removed the bells and whistles so it just responds to the left & right arrow keys, DELETE, BACKSPACE and ESC. I needed it for a field editor for a database program I've been playing with for over a year. (Is there a nice, simple Appleworks-type database program on the market for the Amiga?) You can use this subprogram any way you like. Just feed it the string to edit and the line and column to put the string and off she goes until you hit RETURN to accept the string or ESC to chicken out and restore the string to its virginal form (a modern miracle). If you have GFA BASIC, replace this subroutine with "FORM INPUT 255 as x\$" (That's easier? That's why I got GFA BASIC!)

```
DEFINT a-z
x$="STRING EDITOR in BASIC by Mark Kelly"
STRED x$,15,10
LOCATE 22,1:PRINT "Result...":PRINT x$: END
'-----
SUB STRED(x$,l,c) STATIC
' Created 22-Mar-89 Revised 4-Apr-90
' x$=string
' l,c=line/col to place string
' Use LeftArrow, RightArrow, Del & Bkspc.
' ESC = restore string & abort editing.
DEFINT a-z
LARR$=CHR$(31) : RARR$=CHR$(30)
BS$=CHR$(8) : DEL$=CHR$(127)
ESC$=CHR$(27) : CR$=CHR$(13)
LOCATE l,c: PRINT x$: LOCATE l,c
Backup$=x$: x$=x$+" ": lx=LEN(x$)
x=1 : OK=0
WHILE NOT OK
lx=LEN(x$): oldX=x
LOCATE l,x+c-1
COLOR 0,3
PRINT MID$(x$,x,1); 'highlight char
```



```
COLOR 1,0
LOCATE 100,1      'hide cursor
k$=INPUT$(1)
IF k$=ESC$ THEN   'abort
x$=Backup$: EXIT SUB
ELSEIF k$=CR$ THEN 'accept str
OK=-1
ELSEIF k$=DEL$ THEN 'DEL key
IF lx>1 AND x<1x THEN GOSUB Cut
ELSEIF k$=BS$ THEN 'BACKSPACE
IF x>1 THEN x=x-1
GOSUB Cut
ELSEIF k$=LARR$ THEN 'LEFTARROW
IF x>1 THEN x=x-1
ELSEIF k$=RARR$ THEN 'RIGHTARROW
IF x<1x THEN x=x+1
ELSEIF k$>=" " THEN 'insert char
x$=LEFT$(x$,x-1)+ k$ + MID$(x$,x)
LOCATE 1,x+c-1
PRINT MID$(x$,x);
x=x+1
END IF
LOCATE 1,oldX+c-1
PRINT MID$(x$,oldX,1); 'unhighlight
WEND
x$=LEFT$(x$,lx-1)
WINDOW CLOSE 2
COLOR 1,0
EXIT SUB
Cut: 'delete char x
x$=LEFT$(x$,x-1)+MID$(x$,x+1)
LOCATE 1,c+x-1: PRINT MID$(x$,x) " ";
RETURN
END SUB
```

Multicolour fonts in DeluxePaint III

If you've ever used the 'text' feature of DeluxePaint in low-resolution mode (320 x 256), you will know that it looks very... low-resolution. Jagged, that is. El chunko. Rather Commodore-64, I daresay. If you're typing white text on a black background, you may have been tempted to put a dark grey dot on one of the jagged corners, to try and make it look less jagged (problem is, if you do this to excess, it starts to look blurry). Well, this is called Anti-Aliasing, and one of the features of DeluxePaint III that directly addresses this is the Multicolor Font feature (also, the ability to load fonts that aren't in your current FONTS: directory).

Included in the DeluxePaint III Art Disk are two Multicolour fonts, KaraGRANITE and KaraCHISEL, but unless you happen to own the Kara Fonts utility, you're stuck with these two. Or are you?

I recently came across a 320x256x32 picture that had a very nice title written across the top, which included most of the letters of the alphabet. An hour or two's work with this picture gave me a screen with the letters A-Z and numerals 0-9, but I quickly tired of cutting from this screen and pasting onto another, (and here's what I think is the clever bit) so I made up an AnimBrush. So what's an AnimBrush, you mutter?

If you imagine an IFF ANIM animation as a deck of cards displayed one after the other, an AnimBrush is similar, but smaller, and can be moved around and stamped like a regular brush. After you stamp it, the AnimBrush automatically moves

onto the next 'frame', but you can use the '7' and '8' keys to run back and forth between the frames. You don't need to have an animation set up to use an AnimBrush (you can paint with an AnimBrush on anything, really), but you do need to make an animation up to create them. This is the only disadvantage of them, because most animations consume large amounts of memory (in fact, if you don't have at least a megabyte of memory to start with, the Anim menu will be 'ghosted' (that is, unavailable). And, to those people who DO have a meg of chip ram and still have the Anim menu ghosted, I can only suggest that you contact Electronic Arts and get hold of Deluxepaint III version 3.18 or later. Still, if you arrange your animation carefully, it will use up a minimum of memory. Here's how and why.

First, load up a picture that has the font drawn on it. Draw a box somewhere on the screen that is big enough to accommodate the largest letter in the font. Then, on the Anim menu, there is an item called 'Method' which offers the choices of 'expanded' (where each frame of the animation is stored) and 'compressed' (where only the differences between successive frames is stored...). Select 'compressed', and then select the 'Frames/set #' menu item. If your font has 36 letters in it, set this to 36. Now, on your title bar on the left, you should see '1/36', meaning you are looking at frame 1 out of 36 frames, each of which is a duplicate of the original frame. Please note: at this point, you may not have enough memory to do this - DeluxePaint will valiantly store frame after frame of animation until you run out of memory, whereupon it will announce 'Not Enough Memory To Save Changes' - but it will let you THINK you have enough memory when you start.

Next comes the tedious bit. Starting at frame one, pick up the first letter, and paste it into the box. Move on to frame two (and there's NO NEED to go through the rigmarole of selecting the 'Anim/Control/Next' menu item - just press the '2' key on the main keyboard), pick up the second letter, paste it into the box, and so on. Assuming you manage to get to the last frame without running out of memory, you can then select the 'Anim/Animbrush/Pick Up' menu item. You will see the cross-hairs that you see when picking up a regular brush. Pick up the contents of the box with the first letter in it, and DeluxePaint will go through each frame, picking up the contents of each box, and adding it to the Animbrush. When it has finished, you will have an entire multicoloured font stored as a brush, any letter of which you can access by pressing the '7' (backwards) and '8' (forwards) keys. An AnimBrush font that I made up, low-resolution, 32 colours, 38 letters, takes up 23662 bytes of disk space, whereas the KaraGRANITE font takes up 37096 (but then again, the KaraGRANITE font probably has more letters in it.) The possibilities are endless... if you had enough memory, you could make up a nice, anti-aliased, 16-colour chinese font (how many letters do they have? sixty thousand was it? chort vosmi!)

Something for Dan DaSilva to consider for the next release of DeluxePaint: the ability to pick up frames of an AnimBrush from one screen.

AND WHILE I'M RABBITING ON ABOUT DELUXEPAIN  
III...

(well, really, this is another article... what the hell..)

Friends, have you ever picked up a humongous (i.e. 640x256x16) brush, tried to shrink it with the 'resize' or 'halve' commands, and received a message like 'not enough memory'? Even if you have a Meg of Chip Ram, a fully-populated 8-Up! board and nothing else running? Well, don't despair, it can be done... with the largely-ignored but nonetheless wonderful PERSPECTIVE feature.

Just try it... pick up a large brush, then press ENTER on the numeric keypad. The brush is replaced by a grid, and if you have the titlebar there, you will see three zeroes towards the right-hand side - these represent the current angles that the brush is facing in the X, Y and Z-axes (you have to imagine the brush as floating in three-D space).

Now, you can shrink the brush by pressing the apostrophe key (right there next to the main keyboard enter key) and you can magnify it by pressing the semicolon key. What you're actually doing is moving the brush 'in' and 'out' of the screen, on the Z-Axis. And when you stamp it down, there it is, smaller or bigger - and you can rotate it using the '2' and '3' keys on the numeric keypad. BUT, THAT'S NOT ALL!

Move the mouse pointer over the 'grid' icon while in this 'perspective' mode, and click the right mouse button. This brings up the 'perspective' requester, which lets you set various parameters... the interesting one is 'Anti-Alias'. If you set this to 'high', the rotated or shrunk brush will be anti-aliased; that is, DeluxePaint will try and compensate for the 'edge jaggies' by sticking in dots of other colours from the palette. If you're only using a four-color palette, this is no big deal; but if you are using a palette of sixteen colours, graded from 0 to 15, the results are remarkable. It looks particularly effective if you use some of those large TexF fonts from Fish Disk 135 (if you can figure out how to decode them), write text in the biggest font possible (like 135-point!), then shrink it. Look, Ma, no jaggies! So what if it takes five minutes to draw it with 'high' anti-aliasing? I happen to think it's worth it.

moi blagoslovenye, saint nikolai

GFA BASIC: Rambo programming!

by  
Mark Kelly, Swan Hill

In an earlier Workbench I gave an overview of the commands available in the new BASIC Interpreter distributed by Antic Software. This article is being written after a couple of weeks' playing with the strange beast.

GFA BASIC is big and f-a-s-t. It weighs in at 121824 bytes and, for an interpreter zooms along very nicely, partly because of its VERY useful inbuilt specialist commands such as:

- INC & DEC (to increment and decrement variables).
- ADD/SUB/MUL/DIV to perform VERY fast arithmetic (ADD x,y is x=x+y).
- EVEN/ODD to test if a variable is even or odd.

MOUSE mx,my,mk to return complete mouse status in one command.  
TRIM\$ to remove leading and trailing spaces from a string.  
QSORT/SSORT to do Quicksort or Shellsort on numeric or string arrays.  
INSERT/DELETE to manipulate array entries.  
ROUND to round values to n decimal places.  
DEFNUM sets the number of decimal places for all following printed numbers.  
MIN/MAX to find minimum/maximum values.  
RINSTR which is INSTR but starting at the END of the string.  
HARDCOPY to dump screen images to the printer.  
FORM INPUT (glory be!) which allows the editing of a string! Yippee!

Sure, you can do these sorts of things in AmigaBASIC with some hacking and fudging but they're so much faster and more reliable (and your code is so much shorter and easier to debug) when they are native interpreter commands. Ninety percent of the supporting subprograms, functions and system calls needed in Amigabasic are built into GFA BASIC.

GFA is not afraid to get its hands dirty with low-level programming. It features a host of commands to roll, rotate, clear and test individual bits in a byte. Unlike AmigaBASIC, GFA BASIC allows recursive procedures. It makes library calls a positive joy to use. It offers easy access to in-line C and assembly code. It has commands like MALLOC, VOID, BMOVE (memory block copying), memory block loading & saving, and variable address-interrogation using pointers. It makes calling CLI commands a breeze. All sorts of variable types are available including Boolean, Byte and Word. It's very deep water for novice AmigaBASIC programmers, but C programmers with a quick and dirty hack in mind would feel positively at home with GFA BASIC.

Debugging is made easy with commands like DUMP (which lists variable values, labels, functions &c during execution), TRACE\$ (which contains the command to be executed next), and TRON which allows you to execute a given procedure before every command is executed. You can get access to IDCMP flags and monitor just about every event in the system (e.g. disk insertions, key scan codes.) You can even use ON MESSAGE GOSUB... to react to IDCMP messages. There are so many "ON [event] GOSUB" commands you could probably use GFA to detect your Aunt Emily pulling up into your driveway. Muscular programming!

GFA is rather odd if you are used to AmigaBASIC. For starters, it does not allow multiple statements on a line. NEXT statements must be given an index variable. I assume both of these requirements aid speed of interpretation. There are no subprograms as such: its subroutines (called procedures) act as normal subroutines or subprograms, depending on how you write them (variables in subprograms in AmigaBASIC are assumed to be local unless you specifically SHARE them. The opposite is true in GFA: you explicitly state which variables in the procedure are to be considered LOCAL variables. Like subprograms, variables can be passed to procedures by value or by reference.

Several of GFA's commands have different names to



comparable AmigaBASIC commands. Most comparable commands are enhanced in GFABASIC (e.g. when you use STR\$( ) you can give an optional value to specify how many leading spaces are to be added to pad the string). CIRCLES and ELLIPSES can be automatically filled. GFA does binary as well as hex and octal conversions (you can specify the length of the resultant string as you can with STR\$( ).)

File access and interfacing with the program user are a dream. There is an inbuilt file requester you can call with a single command. You can build alerts just as easily. Menus allow submenus (the little menus that pop out to the right of menu items as you select them). The EXIST command lets you test if a file exists, DFREE returns the free space on a disk (handy!) and DIR\$ contains the current path for a drive. Wildcards are allowed in filenames. Directories can be dumped to output files. Sequential files can be searched backwards and forwards. Windows and screens can be moved, flipped, resized and retitled. Screens can be opened in just about any mode imaginable.

Program structuring is a strong feature of GFA BASIC. As well as FOR...NEXT and WHILE...WEND, it supports SELECT...CASE, REPEAT...UNTIL, DO WHILE, DO UNTIL and EXIT IF to allow well-mannered exits from loops. You can create "function procedures" that are written like procedures but return a value like a function. No longer are you limited to single-line DEF FN functions (although they are still available if you want them).

Graphics are well supported. Fill patterns are easily specified (some nice ones are stored for easy use), fill areas can be framed, how lines are drawn can be specified (e.g. dotted, dashed, cross-hatched), the graphics mode (JAM1, COMPLEMENT, INVERSID etc) can be specified, graphic output can be limited to a given screen area using CLIP and POLYLINE makes polygon drawing easy. All AmigaBASIC sprite commands are supported. LOGO-like drawing commands are included too (bang goes the big subprogram I wrote in AmigaBASIC to do just that!) You can write text to the screen at any pixel position. Strangely, however, I STILL haven't found GFABASIC's equivalent for AmigaBASIC's COLOR command to set pen colour. I can only set colors for graphics, not for text. Neither is there a simple BEEP command. Odd!

The editor for GFA BASIC is an odd beast. The editor checks each line's syntax as it is entered and won't let you ignore an incorrect line. It automatically indents lines in loops and IF structures. It offers most text editing features (search/replace etc), a clock and it also allows hiding/unhiding of procedures (as with an outliner utility, you can collapse a procedure by pressing HELP and only its name is shown on-screen. Re-pressing HELP expands the procedure on-screen). It makes debugging easy. You can even switch between multitasking (TASKPRI 0) and system-hogging (TASKPRI 1) to let GFA either run at full speed or politely sharing processing time with other tasks. On the other hand GFA BASIC's editor's key strokes seem to have been either chosen randomly or they came from the German version of the program (e.g. control-R does a page up and control-C does a page down rather than sending a break. You break execution with control-shift-alt) and it lacks

the essential facility to split lines (I am in the habit of inserting lines by typing a new line at the start of an existing line and hitting RETURN. With GFA you must explicitly insert a new line with ctrl-N). Cutting and pasting is possible using blocks but it's not as easy as using the mouse with AmigaBASIC. You get used to it all though, in time. There are a few typos and omissions in the manual which wouldn't be easy for novice programmers to sort out and a couple of the manual's explanations don't work as advertised. At least the manual is very well translated from the German. It actually makes sense!

The big question facing some of you is, "Should I get GFA BASIC?" It depends a lot. It costs about \$190 in Oz (considerably less if you call America). It's a jolly POWERFUL animal and you'd want to be thoroughly grounded in programming if you want to really exploit its capabilities. I can even see GFA BASIC being a powerful tool for creating big professional business applications. It would rival C for deep-down system access and would be an excellent "quick and dirty" tool for proud C hackers. It's not all that easy a beast to tame: you really need the manual. Converting AmigaBASIC programs to GFA BASIC is possible but not quick. I have written a program to do much of the keyword renaming and structural conversion automatically and will post it to Amigalink when it's polished (it's too big to print here). GFA BASIC is an excellent companion to AmigaBASIC. A cryptic little comment in the manual suggests that there is (or will be) a GFA BASIC COMPILER. That WOULD be interesting, considering the speed at which the interpreter already works! With GFA BASIC, there isn't much a programmer can't do with BASIC. It's quite a step forward from the days when I struggled with the immensity of TRS-80 Level 1 BASIC. At last we lowly BASIC programmers can look C zealots squarely in the eye and say, "Of COURSE I can do that!"

#### PD Review - Amoeba Invaders

Okay, I know that Space Invaders has been around since Noah was a boy, but I had to say something about Amoeba Invaders. Amoeba Invaders is a recreation of the old Space Invaders that we knew as an arcade machine - either you like it or you don't. This implementation of the game is excellent, with the authors putting in a few extras to make the game easy to play (more about that later).

Amoeba Invaders was written by a group of people who call themselves 'Late Night Development Corporation' in 1987. The main author of the game is Chris Halsall, with the artwork being done by Ewan Edwards. The main reason they give for writing Space Invaders for the Amiga is that there are versions for just about every type of PC ever made, except the Amiga - so they wrote it (and called it Amoeba Invaders). Amoeba Invaders was written Aztec C 3.4a and a number of other commercially available products were used to put it together (such as Aegis Audio Master and Deluxe Paint II).

The software is free, and for your money you get just over three pages of documentation, a run time game, sound file, and a large icon (so you can run the game from the Workbench or

CLI). No source is included. The documentation gives you some background on LND, and detailed instructions for running Amoeba Invaders. LND are from Canada, and if you'd like to get in touch, an address and phone number are included in the documentation. The authors are keen for people to let them know of any bugs that are found.

I don't propose to go into how you play Space Invaders, or Amoeba Invaders - you shoot 'em before they shoot you. If you haven't seen it before, where have you been? What I will mention are some of the nice 'extras' which have been built into Amoeba Invaders. When you first start the program you are presented with a title screen which has three gadgets on it. The SETUP gadget allows you to define the keys that will control your base, although the default setup is for a joystick plugged into Port 2. Unfortunately, I haven't found a way of using the Setup option to use the mouse and buttons to control your base.

The two other gadgets that are displayed on the screen are to start the game, and to exit the program. The authors have anticipated that some Space Invaders experts might be spending a long time playing the game, so they included a Pause gadget which can be used after the game has started. Pause may come in handy for minor things like eating, answering the 'phone, etc. Also displayed on the screen are the current score, and the high score. The high score is not saved to disk, and so is lost when you exit the game, which is probably the only thing that I'd like to see changed.

Amoeba Invaders is a great implementation of the original shoot 'em up game. Sure, it hasn't got fancy sound tracks, a million different aliens, and heaps of different levels, but it's still a fun game - and it's on the Amiga. Amoeba Invaders can be obtained from Fish Disk 120, for a measly two bucks on your own disk.

#### Power Packer 2.3b

Nigel Harwood

I have Just downloaded an extremely useful program from the Hotline BBS (a excellent Amiga bbs) called PowerPacker version 2.3b.

For a while now I have had to juggle just which utilities I could fit on my system disk. I was continually seeing new things I would love to have on line but simply couldn't fit another byte.

Solution, buy a hard disk.

Well maybe in the long run (or any other way I can scrape together the money) but in the mean time PowerPacker can arrange things so I can fit two or three other essentials on.

The program is basically a very well written cruncher which will take your large utility say 204 KB and compress it down to say 100 KB.

Well this will let you fit a lot more on a disk but what's the use if you have to uncompress it to run it each time ?

Well that's just it you don't.

PowerPacker also adds a decruncher program of 572 Bytes to the front of your utility.

This means you only need to run the program as usual and it will be decrunched automatically without any intervention from you.

When I tried my first program I was expecting a big delay while it was uncrunched but instead I found it seemed to load faster (this may have been an illusion caused by my pleasure at having more disk space).

The program can be run from the workbench or CLI and has an excellent interface. It even has a script language so that you can set up a long sequence of crunching (it can take a while on the highest levels).

The documentation also is excellent with full explanations and even code examples.

Well Nico Frangois of Belgium obviously spent a lot of time on this so "you guessed it", its shareware, and deservedly so in my opinion.

Donation is \$10 US for which the author will do nothing but feel good. Donation is \$20 US and the author will send you the latest version.

Is the shareware collection still being run ?

Ed's note - I thought I might add an important point here for those of you (like myself) who do wish to use a "packer". Any file you wish to pack, should be checked with a program that checks for viruses that tag on the end of other files eg. the BGS virus (I know it's not easy to do it to every file but...). You see if you crunch (pack) the file after a virus has attached itself to it, the virus will remain alive, and be undetectable by virus checkers because it is now crunched! You have been warned...

#### AC/Basic Compiler V1.3

Darren Bacon

BASIC you cry! Beginners language. Slow. These things come to mind when someone mentions basic. OK, to many it is those things, but to someone like me who only uses a computer for fun, basic is good enough. I'm not interested in learning another cryptic language just for the sake of a few seconds of extra speed. I guess if I was writing a game program I would look further.

AC/Basic is so simple to use it makes you cry. It compiles pretty quickly and, most of the time, you don't have to make any alteration to your AmigaBasic program. The compiled code is rather lengthy though, to give an example I compiled a 35K basic program I wrote and the code it generated was 100K+. And this was without including the run-time libraries!

The run-time libraries are needed by the compiled code, so they can work. You can include these libraries in the compiled



program, or put them into the Libs directory on your boot disk. I do the latter when I have a couple of compiled programs on one disk, that way the libraries are shared by the various programs, thus saving space on disk.

You can tell AC/Basic to do a few things from within your program, this is done with what they call "Metacommands".

Some of the metacommands are \$Include, \$Ignore & \$Option. The \$Include command includes another file into the compiled code at the point in which the command is made. Handy if you have routines saved as separate programs. The \$Ignore command is a 'toggle' command. You can instruct the compiler to ignore a series of lines. This is handy for the Basic CLEAR statement and other things that the compiler doesn't need to use. The \$Option command can switch on or off the long addressing mode or the run-time testing. These can also be done from the compiler itself, but both of them make the finished code a bit longer. If you do it from within the program, you can set them when you need them. run-time testing is self-explanatory, long addressing may not be. In a large program if you have a goto or gosub that jumps a long way, you will need to use this metacommand. I don't know anything of the technical side of this stuff, but if you are met with an error "Address out of range" you know you will need to use the long addressing option.

As far as altering your basic program, the only things you need to do is to make sure that sub-programs are at the end of the code (there is a utility on the AC/Basic disk that can do this for you), and the program must be saved in ASCII format. Apart from that, your program SHOULD compile.

Speed increases vary, depending on the type of thing your doing. My interest lies in Database type stuff with buttons and menu's and requesters. The speed increases for this type of thing is quite dramatic. In one program I scan 40 buttons, without any noticeable delay in program execution.

The manual is not bad, it has an excellent reference section, with lots of examples (also on disk). All the error messages are listed in the back as well as information for porting your programs to Apples & Mac's etc. (might try that one day, when I have A-Max perhaps!)

There isn't much more to say about this. The upgrade from 1.2 to 1.3 was very good, I used 1.2 and was very disappointed with a few of the bugs (i.e. flashing screen when using an INPUT). But version 1.3 appears to have fixed everything I didn't like.

Cost is around \$250. If you play with Basic a lot it is a worthwhile investment.

## Fish Disk #321

**DezHexBin** An intuition based programmers tool to convert integers between decimal, hexadecimal, and binary. Very small. Version 1.1, includes source in assembly code.

**IconJ** IconJ significantly enhances the IconX program, and is 100% compatible. It allows scripts to be executed by double-clicking the script's icon. Abilities include joining the script with the icon file itself, or calling it from any directory or disk, executing either AmigaDOS or ARexx scripts, outputting to any file or device, running interactive scripts and scripts that contain conditionals, and creating relative console windows. Includes a utility called AtatJ which attaches or detaches a script to/from an icon file. Version 1.0, includes source in JForth.

**Ifs** An Iterated Function System viewer which graphically displays iterated function systems and allows the user to interactively create the affine functions that define such systems. An IFS can represent complex pictures very compactly. Simple IFSs can describe an infinite number of different and interesting fractal displays. Includes a number of displays that the author and others have discovered. Version 1.5, includes source in C.

**Planets** Some routines ported to the Amiga by Bob Leivian, that compute the location of the planets (as viewed from a specific point on the earth) and the phase of the moon, for an arbitrary date and time. Includes source.

**Turtle** A shared library of "turtle" functions for drawing in a RastPort. Includes source in assembly and C.

**UnixDirs** A program which intercepts calls to dos.library to add the UNIX style '.' and '..' syntax for current and parent directories, respectively, to file and path names. I.E., you can refer to files in the current directory as './foo' and files in the parent directory as '../foo', or any combination of the two. Includes source in assembly.

**Whereis** Another "find-that-file" utility. Whereis searches on your (hard-)disk for a file(name) and displays the path to that file. Some features are case independent search, wildcards, interactive mode (cd implemented), can display size and date of files, always abortable, can archive filenames for "ZOO" (like fnams/recurdir), and no recursive procedures. Includes source in C. Version 1.18 (15 Feb 90).

## Fish Disk #322

**Gwin** This is version 1.0 of GWIN. GWIN or Graphics WINDOW is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One-line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and

screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, geographic mapping program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included.

## Fish Disk #323

**ColorTools** Three tools that manipulate the colors of your screen. Binary only.

**CZed** A complete midi package for use with all Casio CZ synthesizers. Contains a full fledged sound editor, a split simulator for CZ-101/1000/230S, a bank loader and a memory dump for CZ-1. This is a formerly commercial package now released as shareware. Binary only.

**LinkSound** Two examples of functions that you can link with your own code to produce a short musical "beep" or a sound that is similar to striking a drum. Includes source.

**Show** A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 9K. Version 2.0, binary only.

## Fish Disk #324

**ANSIEd** Demo version of an ANSI screen file editor. It allows you to easily create and modify a screen of ANSI-style text/graphics on the Amiga. The standard ANSI color set (red, green, yellow, blue, magenta, cyan, white) and text styles (plain, boldface, underlined, italic) are provided, along with some simple editing and drawing functions. This demo version has the save features disabled. This is version 1.3.0, an update to version 1.2.0aD on disk 221. Binary only.

**DiskFree** An small iconifiable intuition program that shows the amount of free space available on all mounted disk devices, both numerically and graphically. Version 1.0, shareware, binary only.

**DFFFT** An enhanced version of DPlot from disk 290. DPlot is a simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. The enhancements for DFFFT include addition of a Fast Fourier Transform (FFT), display of a customized amplitude and phase spectrum, a prewhitening capability, and a Welch window for spectral smoothing. This is version 2.1, binary only.

**Mailchk** A mail client for Dnet, which will inform you of any new mail and will give the choice of viewing, deleting, or printing a message. Version 2.01, includes source.

**Tetris** A PD clone of the popular Tetris type games. Written completely in assembly code. Very fast and responsive. Includes full source.

## Fish Disk #325

**Batchman A** program that allows the user to execute CLI programs and batch files simply by clicking on a gadget. It can be used as the center of a turnkey system, where the user simply clicks on gadgets to launch applications. Version 1.1, includes source in Modula-II.

**DClock** A "Dumb Clock" utility that displays the date and time in the Workbench screen title bar. Uses only about 2 percent of the CPU time and about 10Kb of memory. Also has an alarm clock feature and audible beep for programs that call DisplayBeep. This is version 1.12, an update to version 1.5 on disk 298, with many enhancements and a few bug fixes. Includes source.

**DoRevision** This program implements easy creation of source code revision headers (very similar to the log headers to be found at the top of the Amiga 'C' include files). Version 1.0, includes source.

**FAM** A File Access Manager for the Amiga that allows multiple ARexx programs to access a buffered version of a directory in a consistent and serialized manner. It buffers all the names, dates, sizes and so on, for quick access. This is version 1.1 and includes source.

**FarPrint** Debugging functions for programs which don't have any links to their environment. FarPrint consists of two major parts; a harbour process open to receive and distribute messages and requests, and a set of C functions to be linked into any program wishing to communicate with the FarPrint main process. This is version 1.5, an update to version 1.3 on disk 281, and adds a shared library as well as linker libraries for both Lattice and Aztec C. Includes source.

**KeyMacro** A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.0, includes source.

**LifeCycles** Some sort of biorhythm type program. No docs included. Version 2.0, binary only.

**MemGuard** MemGuard is a MemWatch-like program which has been rewritten in assembly language for maximum speed and efficiency. Unlike MemWatch MemGuard does not run as Task in a dummy loop but rather as a low-level interrupt routine which is capable of trapping memory thrashing even before exec might know of it and even while task switching is forbidden. In fact the low-memory area is checked each frame. Virtually no processing time is wasted, the interrupt routine does the check in about half a raster scan line's time. This program was contributed by Ralf Thanner, who spent three weeks programming & debugging it. In this program Ralf uses some very delicate tricks to let his interrupt routine work with Intuition alerts. Version III, binary only.

**RexxHostLib** This is a shared library package to simplify the ARexx host creation/management



procedure. Rexx-message parsing is also included making it possible to control ARExx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). Includes source.

## Fish Disk #326

**CBDump** This is a CLI utility for those who are working with the Amiga's clipboard device. It's sole purpose in life is to dump the current contents of the clipboard to stdout or by redirection to a pipe or a file. Useful for testing and interfacing with programs that do not support the clipboard. Source included.

**DispMod** One of the series of ROBBS (Rexx Object Building Block System) modules by Larry Phillips. DispMod is a display module that only understands ARExx messages. It allows, under program control, the display of text and the acceptance of keyboard data. Version 0.11, includes source.

**Itb** This program converts an icon to an IFF picture (brush) file. It handles both single and alternate image (animated) icons. This is version 1.10 which adds a colour palette to the previous version from disk 85. Version 1.10, binary only.

**MicroTerm** A very small, very simple, almost brain-dead terminal program. Primarily useful as an example of how to talk to the console and serial devices. Version 0.1, includes source.

**NeuronalNets** Some programs for playing with Neuronal Nets using Hopfield and Hamming algorithms. Binary only.

**PopScreen** A small hack to pop a hidden screen to the front from the CLI. This was written to allow the author to use VLTjr with other programs that also use custom screens. Source included.

**Snap** A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. Version 1.4, an update to version 1.3 on disk 274. Includes source.

**VSnap** This is an enhanced version of Snap 1.3, submitted by Steve Vermeulen, which adds the ability to save clipped graphics as IFF FORM ILBM's to the clipboard, so they can be imported to other programs that understand IFF and the clipboard. I have dubbed it VSnap, since the official 1.4 Snap is also included on this disk. Includes source.

## Fish Disk #327

**ARTM** ARTM (Amiga Real Time Monitor) displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, fonts and hardware. Includes both a PAL and an NTSC version. This is version 1.0, an update to version 0.9 on disk 277. Binary only.

MM

An implementation of the game Mastermind.

In this game you must try to guess a color combination which the Amiga sets via a random generator. There are 6 colors which can be set in any combination. Includes source.

**MRBackUp** A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. This is version 3.4, an update to version 3.3e on disk 279. Binary only.

**Msh** An Amiga file system handler that handles MSDOS formatted diskettes. You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Includes source.

**Softfont** Converts portrait soft fonts for HP LaserJet compatible laser printers to landscape format. Includes source.

## Fish Disk #328

**AnalytiCalc** A full featured system for numerical analysis and reporting. Includes a spreadsheet, graphics programs, documents and facilities for performing many commonly needed functions. Features include an 18000 by 18000 cell spreadsheet using virtual memory, random access to other saved spreadsheet formulas or values, easy save or merge of partial sheets, up to 400 windows on screen, ability to drive any cell from external macros, built in matrix algebra, random number generation, date arithmetic, and much more.. This is version V24-01a, an update to version V23-2A on disk 176. Binary only.

**Hames** Some miscellaneous programs from Chris Hames. DirWork V1.01 is a fast, small, simple efficient DirUtility. FSDirs V1.3 is a floppy accelerator program. VMK V27 is a small virus detector/killer that knows about 27 different viruses and can detect new ones. NoInfo V1.0 stops programs from producing ".info" files. Binaries only.

**RoadRoute** A trip planner that takes a list of cities and a list of known routes between cities, and generates the distance and time required to reach your destination. This is an update to version 1.0 on disk 251, with an expanded database of cities and roads for New Mexico, Texas, Oklahoma, Kansas, Nebraska, South Dakota, Louisiana, Arkansas, Missouri, Colorado and Mississippi. Includes source.

## Fish Disk #329

**CPU** Two programs, one in C and one in assembler, which check for CPU type. This version can detect 68000, 68010, 68020, and 68881 processors. Includes source.

**DiskSpeed** A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results

for tested disks. This is version 3.1, an update to version 2.0 on disk 288, with some source code cleanups and stress tests for CPU and DMA. Includes source in C.

**Empire** This is a complete rewrite, from the ground up, in Draco, of Peter Langston's Empire game. Empire is a multiplayer game of exploration, economics, war, etc, which can last a couple of months. Can be played either on the local keyboard or remotely through a modem. This is version 1.33w, an update to version 1.0 on disk 118, and includes many changes and enhancements. Binary only.

**FileSystems** Displays AmigaDOS disk devices with information about the head geometry, BufMemType, and the lower level exec device. Includes source.

**OnePlane** Removes the highest number bitplane from the WorkBench screen. Normally used to take Workbench screen from 2 bitplanes to 1 bitplane. This allows CON: style devices to scroll text faster. Includes source.

## Fish Disk #330

**Mostra** A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 14K. This is version 1.0, an upgrade to the Show program on disk 323, and adds SHAM, double buffering, faster decompression, color cycling, TeXdocs, startup files for easy customizing, and complete WorkBench support through ToolTypes and Style icons. Binary only.

**Palette** A tool which allows you to change another program's custom screen colors. This is version 1.1, an update to the version on disk 55. New features include checks for WorkBench startups, checks for HAM, Half Brite, or more than five bitplanes, and more graceful exits. Includes source in assembly.

**Vt100** A vt100 emulator for the Amiga, which also supports various file transfer protocols like kermi, xmodem, ymodem, zmodem, etc, has an ARExx port, can use custom external protocol modules, and more. This is version 2.9a, an update to version 2.9 on disk 275. Includes source.

**XprKermit** An Amiga shared library which provides Kermit file transfer capability to any XPR-compatible communications program. Supports version 2.0 of the XPR Protocol specification. Version 1.5, includes source.

## Fish Disk #331

**CRobots** A game based on computer programming. Unlike arcade type games which require human input controlling some object, all strategy in CRobots is condensed into a C language program that you design and write, to control a robot whose mission is to seek out, track, and destroy other robots, each running different programs. All robots are equally equipped, and up to four may compete at once. This is version 2.2w, an update to version 2.1w on disk 311. Binary only, source

available from author

**Csh** Version 4.01a of a csh like shell derived from Matt Dillon's shell, version 2.07. This is an update to version 4.00a on disk 309. Changes include mostly bug fixes and corrections. Includes source

**Iff2Ex** A program to convert IFF pictures to an executable. It can handle NTSC/PAL, interlace and overscan. Version 1.0, binary only

**LhArca** An intuitionized and faster version of lharc for the Amiga. Requires ARP library. Version 0.99a, binary only

**LVR** Link Virus Remover. A program that recursively searches directories for link viruses in executable files. This is version 1.20, binary only

**NTSC-PAL Utilities** which allow Amigas with the new ECS 1Mb Agnus to easily switch between PAL and NTSC display modes. Version 1.0, includes source in assembly

**PatchLoadSeg** This program patches the loadseg routine to automatically detect link viruses when a program is loaded. Displays an alert when a virus is detected in a program being loaded for execution. Version 1.20, includes source

**VirusUtils** Two programs to detect viruses on disk and in memory. Virushunter removes all known viruses in memory. Viruskiller removes all known viruses in memory and after removing the viruses the disks can be checked without the virus copying itself to the disks. Version 3.60, binary only

## Fish Disk #332

**AniPtrs** Some cute animated pointers. I have adopted one of them as my permanent replacement for the boring red arrow. Binary only

**DevPatch** A program that installs a patch for OpenWindow to check the NewWindow structure. If the title matches a specific string, the height will be forced to 45 pixels. This helps to reduce chip memory usage for programs that open overly large windows and then seldom use them. Includes source

**Helper** A little InputEvent hack, activated via the HELP key. Originally meant to provide a unique method of giving the user help (you don't have to put that help stuff into your own program). Now also contains a color requester and a small notepad. Version 1.01, includes source

**K1\_Editor** An editor for the Kawai K1(m) synthesizer with two auxiliary programs for managing sound dumps. This is version 1.00, shareware, includes source

**Kryptor** A small, simple and comfortable file encoder/decoder. Version 1.0, includes source

**RevBut** Another InputEvent hack, giving you a toggling right mouse button. Version 1.0, includes source

## Fish Disk #333



MultiPlot A package for making 2D plots conveniently. Tim Mooney wrote the original program, which was then enhanced by Alan Baxter with a nicer user interface, support for the PLT: device, and support for file conversions. Rich Champeaux and Jim Miller wrote the PLT: handler which emulates a plotter by accepting HP-GL commands, creating a raster image, then dumping it to any preferences supported graphics printer. This is version XLNb, an update to version XLN on disk 292, and includes many bug fixes, style changes, and enhancements. Includes source

Fish Disk #334

FBM An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, "face" files, and FBM files. Also has input converters for raw images, like DigiView files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. Version 0.9, binary only

PPMore A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in consider disk space savings. Version 1.5, binary only

PPShow A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 1.0, binary only

WhatIs A neat little utility which not only recognizes a wide variety of file types (executables, IFF, icons, zoo files, etc), but prints interesting information about the structure or contents of the recognized file types. Version 1.2a, binary only

Fish Disk #335

BoingDemo Demo version of a neat game due for release in March 1990. It is fully functional but the play time is limited to five minutes per play. Version 0.30, binary only

DTC A utility providing a simple calendar which can hold and show appointments. It may be useful in managing your time. Its chief goals were to provide day, week and month at a glance for any date between 1/1/0001 and 12/31/9999, defaulting to the current date. It is menu driven and fairly easy to use. Includes source in Fortran

SeeHear A program to do a spectrogram of a sampled sound file. This is a graph with time on one axis, frequency on the other and the sound intensity at each point determining the pixel color. With source in C, including FFT routine. This is version 1.1

Fish Disk #336

Car A two-dimensional full screen scrolling racing game with realistic four channel stereo sound and overscan, for either NTSC or PAL Amigas. The goal is to guide your car around one of ten selected tracks. Each track has its individual high score list. Version 2.0, binary only

FileWindow A completely public domain file requester which may be used in any program, even commercial ones. It uses dynamically allocated memory to hold the file names so the only limitation is the amount of memory available. Includes a filter option to limit display of filenames to only ones with a specific extension. Names are automatically sorted while they are being read and displayed. Version 1.10, includes source

MiniBlast A shoot'em up game which runs just fine in a multitasking environment. At last you can enjoy a satisfying megablast while you are writing a boring essay. Shoot anything that moves, and if it doesn't move, shoot it anyway. This is version 1.00, binary only

Sys A game built on the addictive game PONGO but with several added features. You have been assigned the demanding task of cleaning viruses from your SYSOP's hard disk. To kill a virus, you simply kick a disk at it. There are fifty different levels, and on each level, the speed will increase and the viruses will be smarter and start to hunt you. Version 2.10, binary only

Fish Disk #337

CManual A complete C manual for the Amiga which describes how to open and work with screens, windows, graphics, gadgets, requesters, alerts, menus, IDCMP, sprites, etc. The manual consists of more than 200 pages in 11 chapters, together with more than 70 fully executable examples with source code. When unpacked, the manual and examples nearly fill up three standard Amiga floppies. This is version 1.00 and includes source for all examples

Fish Disk #338

Cpp This is a copy of the Decus cpp, ported to the Amiga. This cpp is more powerful and complete than either of the built in cpp's in Manx or Lattice C. This is an update to the version on disk 28. It has had some ANSI features added. Includes source

SASTools Various submissions from "Sick Amiga Soft". Includes some virus tools, some screen hacks, some small games, and miscellaneous utilities. Includes source in assembly and Modula-II

SID A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. Version 1.06, binary only

Fish Disk #339

PCQ A freely redistributable, self compiling, Pascal compiler for the Amiga. The only major feature of Pascal that is not implemented is sets. This is version 1.1c, an update to version 1.0 on disk 183. It is

much enhanced and about four times faster. Includes the compiler source and example programs

Fish Disk #340

NorthC A complete freely redistributable C environment for the Amiga based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. Version 1.0, partial source only

Plplot A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is version 2.6, and update to version 1.00 on disk 222. This version includes a greatly improved intuition interface, preferences support for hardcopy, several new device drivers, and the capability of adding additional device drivers easily. Includes source

SpeakerSim Demo version of SpeakerSim 2.0, a loudspeaker CAD program. Simulates vented (Thiele-Small) and closed box systems. Also simulates 1st, 2nd, and 3rd order high and low pass filters. Binary only

### CLUB NEWS

#### NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG)  
**OFAUG**

Meetings Held every 2nd Wednesday  
at 7:30 pm in Rooms 19 & 20,  
1st Floor  
Essendon Community Centre,  
Cnr Mt Alexander & Pascoe Vale Rds  
Moonee Ponds 3039

Meetings Scheduled:  
16/5/90 30/5/90 6/6/90

NWAUG members **TO BE MEMBERS OF AUG**  
NWAUG annual fee of \$5 helps cover  
PD, Library and Equipment costs.  
Meeting Entrance fee of \$1 (\$2 visitors)  
covers room hire/coffee/biscuits.

NWAUG - a Multitasking **SIG OF AUG**  
See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG

### An Open Invitation to a Special SIG

Norm Christian has suggested that some members who for one reason or another are unable, or unwilling, to attend monthly meetings and/or the associated SIGs, might be receptive to the idea of SIGs in private homes. One of the advantages would be that these could run for a longer time and thus be more productive. Warm, comfortable surroundings and a coffee brea would be added attractions. To try this idea out, he has offered to host such a SIG on Monday evening, 4th June, from 7:30 to 10:30 pm. Address is Keysborough and subjects will be, broadly, art and music. Available equipment will include an upgraded 500 and Yamaha PSR4500 keyboard. If interested please phone 798-6552, preferably around 9 am or 9 pm (not weekends) to register and obtain further details. In case of a large response, early callers will be given preference. Please bring any favourite (NON-PIRATED) programs and some prepared input.

P.S. Norm is still waiting for contributions in the way of pictures, sounds, programs etc. (original or PD) suitable for inclusion on AUG Disk#2. These could be brought to the next monthly meeting or the special SIG above.

## Competition

AUG is having a colour cover for it's 50th edition Workbench in July 1990 and is looking for potential cover pictures

All current members can enter pictures for the competition, and as well as having the fame of having the colour cover of the Workbench, they will be rewarded with a year's free membership and a high quality full colour blow-up of their winning picture.

The next four best pictures will also be placed in colour on that edition of the magazine.

Entries can be drawn, digitised, ray-traced or anything else as long as they are original, colourful and interesting. Just send in, or alternatively hand in, on disk your file in any of the following formats:  
IFF, Face, GIF, FBM, MacPaint, PBM, Sun  
RasterFiles, PCX, NEOCHROME or DIGIVIEW  
RGB  
send to:

**The Editor, AUG**  
**PO Box 48**  
**Boronia 3155**  
**Victoria Australia**



AMIGA HELP-NETWORK

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Lester McClure (233 5664 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	-	546 0633
Rudy Kohut	-	AmigaBasic (intermediate) Introduction to the Amiga	-	807 3911
John Elston	-	AmigaBasic (advanced)	-	375 4142
Alan Garner	-	AmigaBasic, A/C Basic	-	879 2683
Mal Woods	-	C(Introductory), Professional Page	-	888 8129
Andrew Gelme	-	C (advanced) - AZTEC	-	645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	-	853 9117
Norm Christian	-	Amiga Art, Music	-	798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	-	597 0928
Russ Lorback	-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	-	756 6640
Darren King	-	Amiga Viruses, Modems/communications	-	546 5040
George Wahr	-	Side-Car, Bridgeboard	-	376 6180
James Gardiner	-	AmigaDOS, Auto-boot hard drives	-	532 8030
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	-	233 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	-	836 9129
John Hampson	-	Modula-2 (Temporarily unavailable)	-	--N/A--

Editor's Column  
(Written 4-May-1990)

This edition of "WORKBENCH" was another Nikolai Kingsley special edition Seems every time I make a plea for articles, our patron saint is always willing to oblige and therefore I thank him for his continuing contributions specially, and of course everyone else who contributed, even a little bit.

The fact still remains that this newsletter is written more or less solely from the members of AUG, so continuing contributions are always required, accepted with gratitude and those who send in shall be rewarded.

New problem with Professional Page. If you use MachII (v2.5), then don't have it running while printing out dot matrix. It seems it not only blanks out the screen, but the printer as well! I set up something to print and walked away, coming back some time later to a most horrifying sound! - that of pure black strips being printed - AAARGH!! There was a burning smell coming from my printer head - and I had never even felt that head come close to warm before! Oh well, at least the printer still works, but now I've got another wasted ribbon...

Things are getting pretty busy my way, and it looks like for one month someone may take my place - of his own free will that is - Eric Salter wishes to try out his favourite toy, TEX which he demonstrated last month at the main meeting. I apologise for not printing his announcement of the demo. He suggested to me last month he may wish to try it out just for interest's sake. We'll see what happens...

I've had an opportunity to try out the transedit program designed to be used in conjunction with Professional Page 1.3. The idea is to have all the Desktop publishing power of PPage to create an excellent output, along with a fast and reasonably powerful, fully compatible, word processor. Well, I tried accessing it from within PPage, and I must say I'm impressed. Only trouble is, I ran out of chip RAM rather quickly. Yes, I admit it, I haven't upgraded to 1 meg chip RAM yet.. Looks like I may have to bite the bullet sooner or later.

Speaing of upgrading... when are we going to see an official release of 1.4? Seems it's still being debugged (for about 6 months now) for a BIG release with the 3000. If so, it seems Commodore is very serious about getting it right the first time now. Looking good. Only thing is, every one is talking about 2.0 now. ie Kickstart/Worbench 2.0... How long before we see that (there are already pictures of it floating around) and just how much better can we expect to get? More to the point, will the Workbench continue to create a better and better programming environment or an easy-2-use do it all environment or both? We'll just have to wait and see.

Last month's demo of Peter Norman's new program Audio Engineer was said to be very impressive to say the least. The sampling rate and quality offered is at a very professional level, and at an almost amateur price bracket - not bad at all.

Anyhow, as the last few bytes required to fill up the newsletter are entered, my watch says 2:33 am, so I'm going to go off to bed. See You at the next main meeting.  
regards, Con Man 1.4

PUBLIC DOMAIN SOFTWARE ORDER FORM

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Disk Numbers:									
Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.									
Disks supplied by Amiga Users Group @ \$6 each								\$	
Disks supplied by member @ \$2 each								\$	
Club Use Only:								Total: \$	
Member's Name:								Membership #:	
Address:									
Postcode:									

NEWSLETTER BACK ISSUE ORDER FORM

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Issue Numbers:									
Be patient, we may have to reprint some issues to fill your request									
Number of issues ordered @ \$2 each								\$	
Club Use Only:								Total: \$	
Member's Name:								Membership #:	
Address:									
Postcode:									

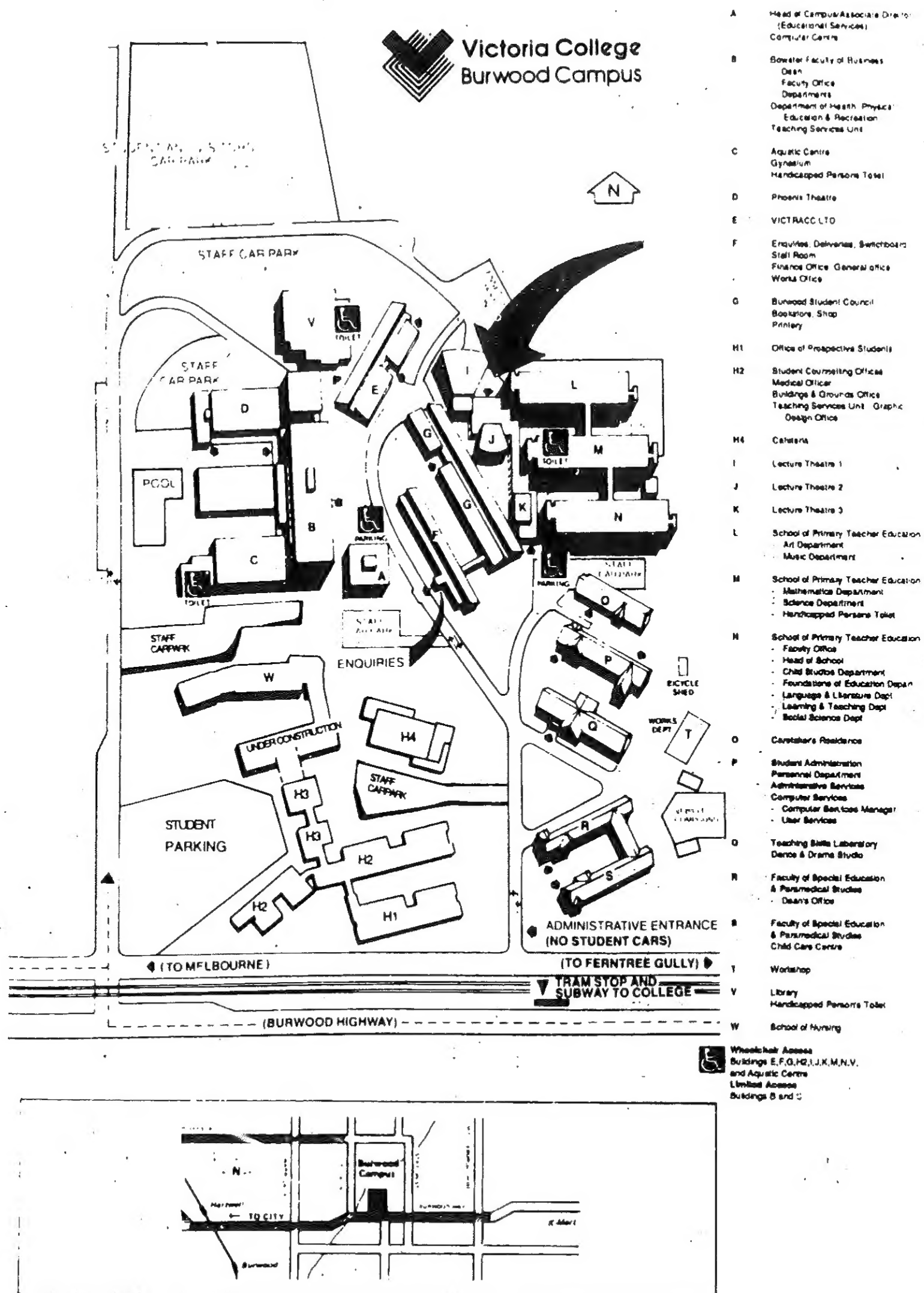
APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership is \$25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 48, Boronia, 3155

Surname: _____		Details on this side are optional			
First Name: _____		Year of birth: _____ Which Model Amiga _____			
Address: _____		Occupation: _____			
Postcode: _____		Interests: _____			
Phone Number: _____ STD Code: _____		_____			
Where did you here about AUG: _____		_____			
_____		Dealer's Name: _____			
_____		Dealer's Address: _____			
Signed: _____ Date: _____		_____			
If admitted as a member, I agree to abide by the rules of the Association for the time being in force					
Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent



# May 1990 Amiga Workbench AUG normally meets on the third Sunday of each month



## Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.